

## **WHAT IS CLAIMED IS:**

1. A wireless communication game system using a plurality of mobile game apparatuses, which function as a parent device or a child device capable of making a wireless communication with each other, wherein

said parent device includes a broadcasting means for broadcasting a parent device packet including user's own apparatus identifying information for allowing a user's own apparatus to be identified and game identifying information for allowing a game executed by the user's own apparatus to be identified and

said child device includes:

a receiving means for receiving said parent device packet from the parent device existing within a communicationable range;

a displaying means for displaying a parent device list of the parent device existing within the communicationable range, based on said parent device packet received by said receiving means;

a selecting means for allowing a player to select any one of the parent devices included in said parent device list; and

a connection request transmitting means for transmitting a connection request toward the parent device selected by said selecting means.

2. A wireless communication game system according to claim 1, wherein said broadcasting means broadcasts said parent device packet even during a time that a communication game is being executed with another child device.

3. A wireless communication game system according to claim 1, wherein said parent device and said child device are apparatuses for making a wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting means transmits said parent device packet including game data in said first time slot.

4. A wireless communication game system according to claim 1, wherein said displaying means displays in said parent device list only the parent device that executes a game communicationable with the game executed by the user's own apparatus, based on said game identifying information received by said receiving means.

5. A wireless communication game system according to claim 1, wherein said child device is an apparatus to which a game cartridge storing a game program is detachably attached, and

said displaying means displays in said parent device list a parent device, too, that executes a game not communicationable with the game of the game cartridge currently attached thereto.

6. A wireless communication game system according to claim 1, wherein said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying means displays in said parent device list only the parent

device that receives the new entry of the child device, based on said entry reception data received by said receiving means.

7. A wireless communication game system according to claim 1, wherein said parent device further comprises a child device-use program storing means for storing a child device-use program, and a child device-use program transmitting means for transmitting, in response to a connection request from said child device said child device-use program to said child device

said parent device packet further includes child device-use program holding data showing whether or not being provided with said child device-use program storing means, and

said displaying means displays, in a case that said child device-use program holding data shows being provided with said child device-use program, in said parent device list the parent device irrespective of the game, which is executed by the user's own apparatus, based on said child device-use program holding data received by said receiving means.

8. A wireless communication game system according to claim 1, wherein said parent device is an apparatus for storing both a first program that the child device does not request the parent device to transmit the child device-use program, and a second program that the child device requests the parent device to transmit the child device-use program,

said parent device packet further includes execution type data showing which program, said first program or said second program, said parent device

executes, and

said displaying means displays in said parent device list only the parent device that executes a game communicationable with the game executed by the user's own apparatus regarding the parent device executing said first program, and in said parent device list irrespective of the game, which is executed by the user's own apparatus regarding the parent device executing said second program, based on said execution type data received by said receiving means.

9. A wireless communication game system according to claim 1, wherein said child device is an apparatus to which a game cartridge storing a game program is detachably attached, and

said displaying means displays, in a case of said game cartridge is not attached, in said parent device list only the parent device provided with said child device-use program storing means, based on said child device-use program holding data received by said receiving means.

10. A wireless communication game system according to claim 1, wherein said child device further comprises:

a parent device list storing means for storing a parent device list of the parent device existing within a communicationable range, based on said parent device packet received by said receiving means; and

a parent device list clearing means for regularly clearing the parent device list stored in said parent device list storing means, wherein

said displaying means displays based in the parent device list stored in said

parent device list storing means.

11. A child device connecting method in a wireless communication game system using a plurality of mobile game apparatuses that function as a parent device or a child device capable of making a communication with each other, including following steps of:

(a) a step for broadcasting from the parent device a parent device packet including user's own apparatus identifying information for allowing the user's own apparatus to be identified, and game identifying information for allowing a game executed by the user's own apparatus to be identified;

(b) a step for receiving in the child device said parent device packet from the parent device existing within a communicationable range;

(c) a step for displaying in the child device a parent device list of the parent device existing within a communicationable range, based on said parent device packet received by said receiving step;

(d) a step for allowing in the child device a player to select any one of the parent devices included in said parent device list; and

(e) a step for transmitting in the child device a connection request toward said selected parent device.

12. A program of a wireless communication game system using a plurality of mobile game apparatuses that function as a parent device or a child device, and are capable of making a communication with each other, allowing a processor of the mobile game apparatus to execute following steps of:

(a) a step for allowing the processor of the parent device to broadcast a parent device packet including user's own apparatus identifying information for identifying the user's own apparatus, and game identifying information for allowing a game executed by the user's own apparatus to be identified;

(b) a step for allowing the processor of the child device to receive said parent device packet from the parent device existing within a communicationable range;

(c) a step for allowing the processor of the child device to display a parent device list of the parent device existing within a communicationable range, based on said parent device packet received by said step (b);

(d) a step for allowing the processor of the child device to make a player select any one of the parent devices included in said parent device list, and

(e) a step for allowing the processor of the child device to transmit a connection request toward said selected parent device.

13. A mobile game apparatus capable of playing a wireless communication game which utilizes a plurality of mobile game apparatuses, and any one of which functions as a parent device, and the other of which functions as a child device, comprising:

a broadcasting means, for the parent device, for broadcasting a parent device packet including user's own apparatus identifying information for allowing the user's own apparatus to be identified, and game identifying information for allowing a game executed by the user's own apparatus to be

identified;

a receiving means, for the child device, for receiving said parent device packet from the parent device existing within a communicationable range;

a displaying means, for the child device, for displaying a parent device list of the parent device existing within a communicationable range, based on said parent device packet received by said receiving means;

a means, for the child device, for allowing a player to select any one of the parent devices included in said parent device list; and

a transmitting means, for the child device, for transmitting a connection request toward said selected parent device.